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ABSTRACT

4 The present invention provides an educational basketball game device, comprising a
5 backboard which houses cheer lights outlining perimeter, a score display, a target, a
6 hoop, and a sensor, an extendable pole which is made of two parts an upper part
7 and a lower part, and a progress display made of several portions which illuminate
8 game progress, and a baseboard which houses speakers, an extendable foul line and
9 wheels. Also, the present invention provides a method for educating a game of
10 basketball with an educational basketball game device. The educational method
11 incorporates playing of recordings that cheer the player to make a shot, encourage
12 the player to aim at target, motivate to keep practicing and getting the ball in the
13 hoop. In addition, the educational method uses cheer lights to acknowledge success.
14 Additionally, a visual display showing a cheering crowd of fans will light up when a
15 goal is achieved. Further, the educational method uses timing connected with
16 encouraging cheer and applause to build pressure similar to a real game situation.
17 Finally, the educational method uses a reward system for better concentration and
18 building of confidence by promoting players on to the next successive level until the
19 ultimate victory.

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